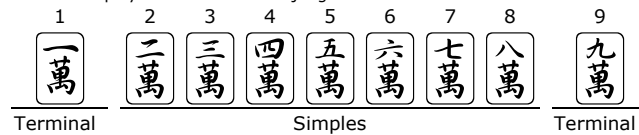


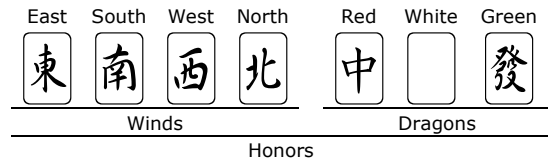
Special Hands	Tai	*
Pairs: Seven unique pairs, plus any pung	30	C
Little Three Dragons: Two pungs of Dragons, pair of third Dragon, plus any three blocks	15	X
Three Great Scholars: Pungs of each Dragon, any two blocks plus a pair	30	X
Little Three Winds: Pungs of two Winds, any three blocks, plus a pair of Winds	5	X
Big Three Winds: Pungs of three Winds, any two blocks, plus any pair	15	X
Little Four Winds: Pung of three Winds, pair of fourth Wind plus any two blocks	30	X
Big Four Winds: Pung of each Wind, any block, plus any pair	40	X
Heavenly Hand: East wins on dealt hand	40	C
Earthly Hand: Any player wins on first discard	40	C
Win		
Win	2	
Dealer's bonus or penalty; 2 extra tai for East repeat	1	
Discard; discarder pays the value of the hand**	2	
Self-Drawn; all players pay the value of the hand	1	
Last discard or last pick from the wall	1	
Robbing a kong; tile extending an exposed pung to a kong	1	
Single/pair wait or closed/middle wait (one chance chow)	1	
Within 6 to 10 discards	5	
Within 5 discards	10	
Ready hand as dealt; must announce, cannot be changed	15	

* C Concealed, X Exposed

**More than one player can declare mahjong on the same discard.



Flowers and Seasons	Tai
Flower or Season	1
No Flowers	1
No Flowers and No Honors	3
7 Flowers and Robbing the 8th; no other scoring counted	20
All Flowers and Seasons; no other scoring counted	30
Chows	
All Chows with Flowers or Honors	3
All Chows without Flowers and Honors	10
Open Straight; three consecutive chows in one suit; exposed	5
Closed Straight; three consecutive chows in one suit; concealed	10
Pungs and Kongs	
Pung Of Honors	1
Two Concealed Pungs	2
Three Concealed Pungs	5
All Pungs	10
Four Concealed Pungs	15
Five Concealed Pungs	40
Melded Kong	1
Concealed Kong	2
Whole Hand	
No Honors	1
Concealed Hand	1
Fully Concealed Hand	3
All Revealed	10
Half Flush	10
Full Flush	40



Basic Instructions (<http://bit.ly/34n7MsU>)

Set Up

- Find your seat (one of many variations)
 - Place one of each Wind tile plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile.
 - The White dragon represents temporary East seat. The player who picked the East Wind tile sits in that seat. The other players seat themselves in order (ESWN) based on their tile.
 - East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer.
- Mix all the tiles then stack them faced down 18 wide and 2 high in front of each player; walls are then pushed at a 30° angle towards the center of the table to form an inner square.
- Establish the monetary value or points per tai prior to the first hand.

Deal the Tiles

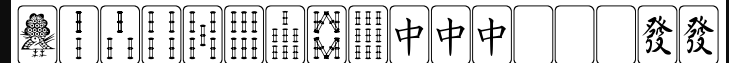
- East rolls two dice then they count the sum from their wall counterclockwise. The player at that wall counts from right-to-left the same number and they create a break in the wall. Count back 8 stacks then create another break to create the Flower Wall.
- East takes two stacks of tiles (four tiles) to the left of the break, the player on the right takes the next two stacks and so on until each player has 12 tiles. Then East takes the top 1 & 3 tiles then each player takes one tile.
- Players expose Flowers then draw replacement tiles from the Flower wall beginning with East followed by players in counterclockwise order.

Play

- The object of the game is to complete a special hand or a hand consisting of five blocks and a pair (one exception). This player declares "mahjong".
- East discards a tile to start the game. Players can claim a discarded tile if they have tiles in-hand to complete a block (i.e. set, meld):
 - Chow: 3 in sequence; claim discards only from left player.
 - Pung: 3 of a kind; claim discards from any player.
 - Kong: 4 of a kind; claim discards from any player, also need to take a replacement tile from the flower wall.
- If a discard is unclaimed, the player to the right picks a tile from the wall and so on. The game ends when a player declares mahjong or the tiles in the wall are depleted.
- There are four rounds, one for each wind starting with East. If East wins the dice are kept, otherwise the dice are passed to the next player. When the dice return to the original East, the next round begins.



Quick Reference Taiwanese



Instructions for long term use:

1. Print double-sided on 60 lb cardstock
2. Cut above the dotted line then trim edges to create a consistent margin
3. Fold